Sears

TELE-GAMES®

DARE DIVER

GAME INSTRUCTIONS



FOR 2 PLAYERS

5 GAMES

SEARS, ROEBUCK AND CO. 49 75118

Use your Joystick Controllers with this Tele-Games® Cartridge. Be sure to plug the controller cables firmly into the Video Arcade™ jacks. Hold the controllers with the red button to your upper left toward the television screen. See page 4 of your owners manual for further details.



Note: The console unit should be **OFF** when inserting or removing a game cartridge. Do this to protect the electronic components and prolong the life of your Video Arcade.

HOW TO PLAY

GAME NUMBER
LEFT PLAYER'S SCORE

RIGHT PLAYER'S SCORE

NUMBER OF JUMPS REMAINING

WIND SOCK

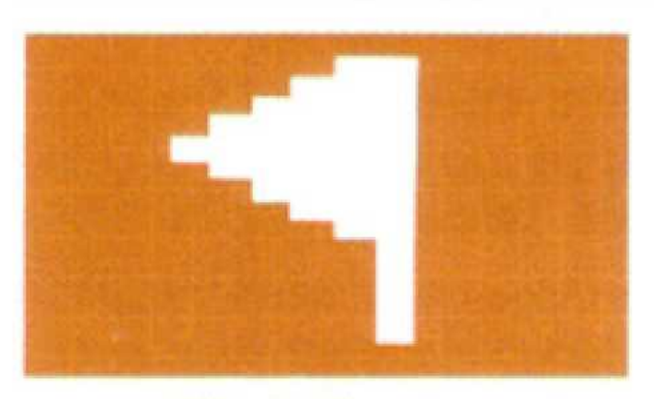
Your initial task is to guide the Dare Diver onto the landing pad. Your ultimate task is to score more points than your opponent. To hit the landing pad and score points you must:

- Release the Dare Diver from the airplane.
- Open the parachute.
- Control the downward drift of the Dare Diver.
- Land squarely on the pad at the bottom of the screen.

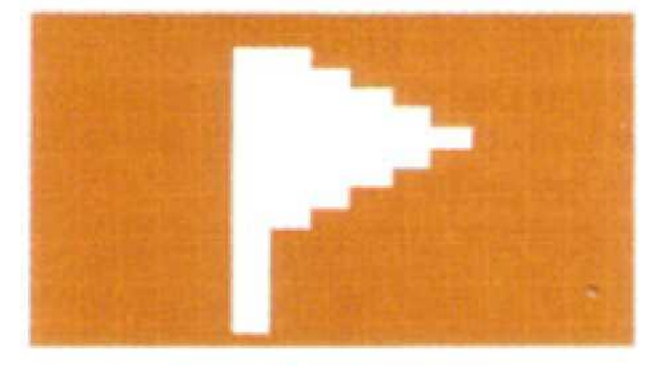
There are five two-player games in Dare Diver. You and your opponent have nine jumps each in which to score points. See the SCORING section for details.

Both planes fly across the screen simultaneoulsy, but in opposite directions.

Wind Factor



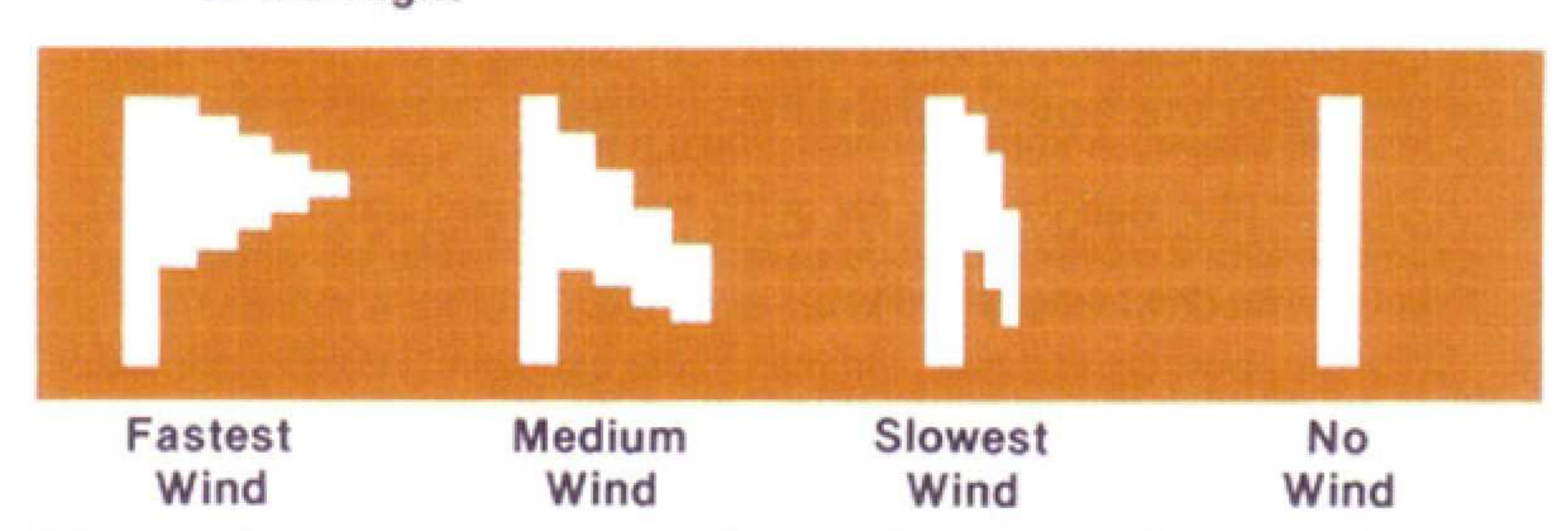
Wind Blowing to the Left



Wind Blowing to the Right

You must contend with a varying wind factor during each jump (except in Games 3 and 4). The "wind sock" at the bottom, center of the screen indicates the direction and the speed of the wind.

If the sock is pointing to the right, the wind is blowing to the right, and conversely for the left. If the sock is hanging loosely, the wind speed is slower than when the sock is flying rigidly and taut.



Fastest Wind | Medium Wind | Slowest Wind | No Wind

The wind factor changes between jumps and may vary slightly during a jump.

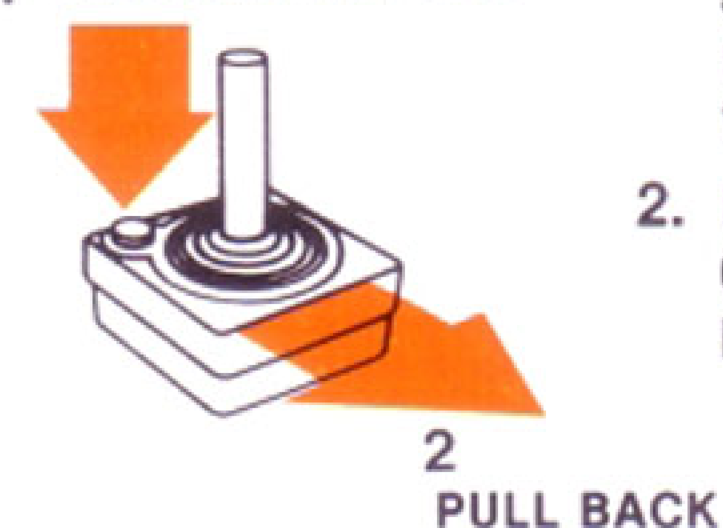
Console Controls

To select a game depress the **GAME SELECT** switch. The game number is shown in the upper left corner of the screen.

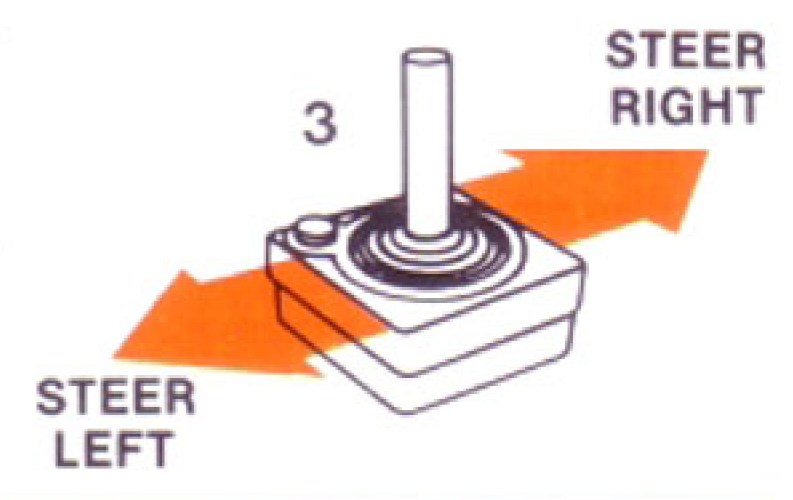
To begin a game depress the game **RESET** switch. During game play the number of jumps remaining is shown at the bottom, left corner of the screen.

USING THE CONTROLLERS

The left player uses the left Joystick; the right player uses the right Joystick. You have no control over the flight of the plane across the screen. Here's how to use your Joystick Controller to operate the Dare Diver:



1. Push the red button on your Joystick Controller to release the Dare Diver from the plane.
2. Pull back on the Joystick (toward yourself) to open the parachute.
3. Move the Joystick to the right and to the left to steer the Dare Diver right or left against the wind.



SCORING

Here's where to combine nerve and skill to beat your opponent. You only score points when your Dare Diver lands squarely on the pad with an open parachute.

THE LONGER YOU WAIT TO OPEN THE PARACHUTE, THE MORE POINTS YOU SCORE.

You can score from **0** to **11** points per jump, depending on when you open the chute. There is a point at the bottom of the descent where the parachute can no longer be opened.

If your Dare Diver hits the ground with an unopened chute you lose four points.

The maximum score to shoot for in all games is 99. The right and left scores on the screen represent the right and left players, respectively.

HANDICAP (Skill Switches)

Beginning players should start with the **SKILL** switch in the **NOVICE** position. In the **EXPERT** position, the planes fly significantly faster across the screen, thereby increasing the difficulty.

It is possible for one player to have fast planes (using the **EXPERT** position), and the other player to have slow planes (using the **NOVICE** position), in the same game.

The difficulty switches have no effect in Game 5. Both planes fly at the faster speed.

GAME DESCRIPTIONS

Games 1 and 2 are identical with one exception. In Game 2 the width of each landing pad is smaller, making it more difficult to score points. The landing pads are placed in different spots for each jump.

In Games 3 and 4 the landing pads move back and forth. There is no wind factor. The landing pads in Game 4 are smaller in width.

Play "chicken" in Game 5 with your opponent. There's only one landing pad in the middle of the screen. the first player to land squarely on the pad scores points; the other player receives no points for that jump.

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- BOWLING: How's your hook? Automatic computer scoring and plenty of challenge comes with this cartridge. You control the bowler and ball. For one and two players, six variations.
- POKER PLUS: See who the card shark is in your family! For one to four players. Black Jack, Stud Poker, Poker Solitaire. Pit yourself against the Computer Dealer. And best of luck, you'll need it.
- ARCADE GOLF: Can you play par golf? Nine different and unique holes, each one with a moving obstacle to make life miserable, but interesting. Great fun for one or two players.
- CANNON MAN: Careful now, the man in the cannon is counting on you. Shoot him out of the cannon and into the water tower and you're a winner. Miss the water tower and, well, you'll see. Eight game variations for one and two players.
- DARE DIVER: Geronimo! Pull the rip cord and guide your man to the landing pad. The longer you wait to release the parachute, the more points you score. But don't wait too long! Five games for two players.
- SLOTS: You start with a bank of 25 coins. But you're on your own from there. It's up to you to win a fortune or go for broke. Eight games for one and two players.
- FOOTBALL: Big league action. Run, pass, punt, even set the formations. Strategy pays off and so does quick thinking. Three games for two players.

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